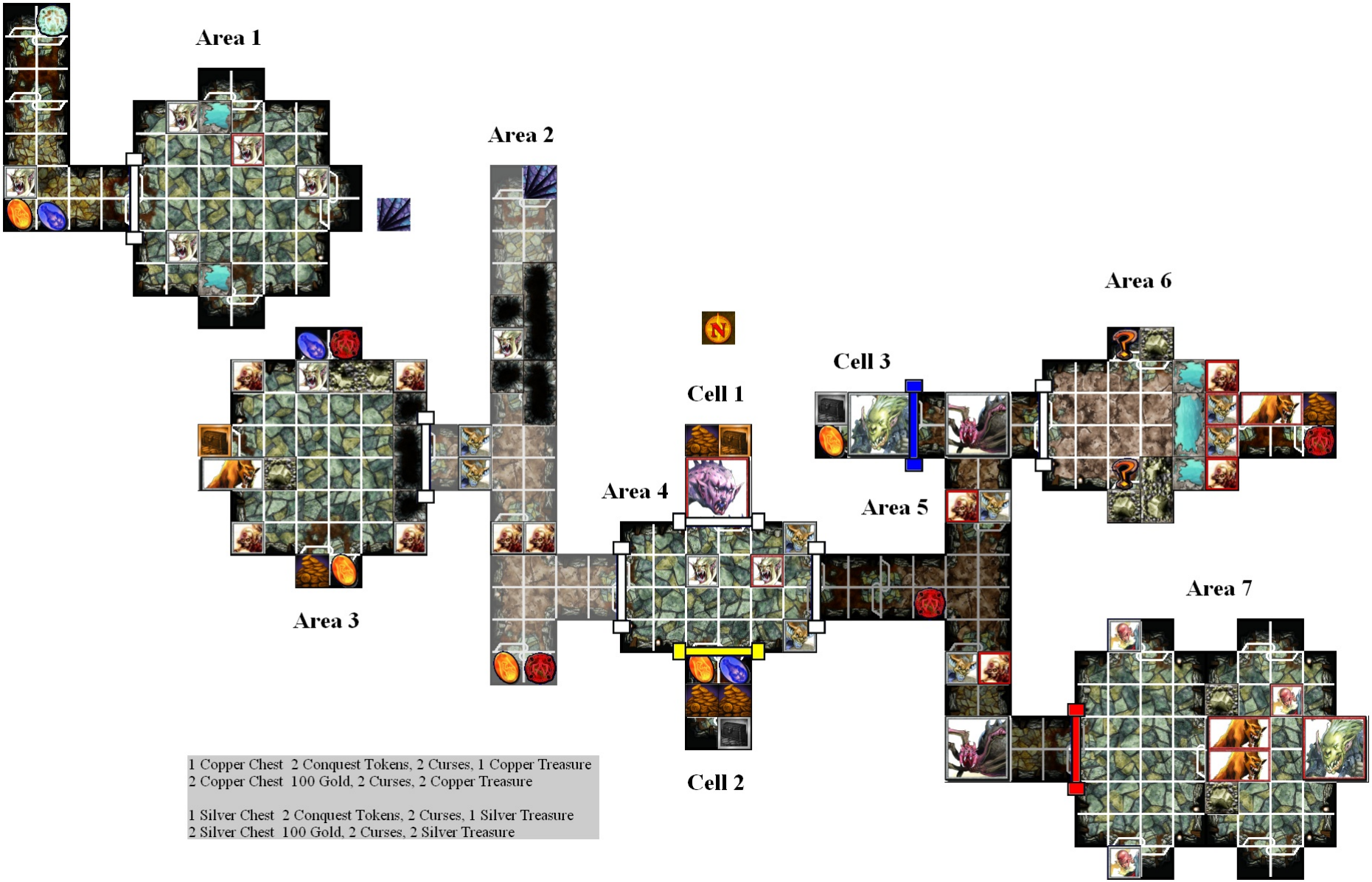
Starting Area



1 Copper Chest 2 Conquest Tokens, 2 Curses, 1 Copper Treasure
2 Copper Chest 100 Gold, 2 Curses, 2 Copper Treasure

1 Silver Chest 2 Conquest Tokens, 2 Curses, 1 Silver Treasure
2 Silver Chest 100 Gold, 2 Curses, 2 Silver Treasure

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Thorin`s Blessing

By Obstacle Kid

Quest Background

After an exhausting and devastading (but lucrative) adventure you go to the famous tavern "Crowbars Inn". The tavern is renown all-over the country for their good tasting dwarven beer. Instead of wasting much time with bad thoughts you drink one mug after another. As the hours flew by the party goes on and your knees geting shakier. Suddenly a man stands on his chair and shouts with a self-confident voice "This beer is good but I tasted better!". In a sudden the music stops and a frightening silence replaces the talking throughout the room. "Stop talking nonsens," shouts the owner of the tavern,a strong looking dwarf named Brutus Crowbar. "Everybody in the whole country knows that "Crowbars Dark" is the best tasting beer in the world. The formula was handed over from generation to generation. The story tells that the dwarfen god "Thorin Bearslayer" himself has blessed the first beer that was ever brewd in the world and if you drink from it you will cry tears because of it`s godlike taste. I am the true heir of the first barrel of dwarfen beer that was ever made by mortals." 'Is that so?" says the important and strange looking man in a provoking manner." Lets see...if I drink from your beer and the taste is so overwhelming that I have to cry, then you will have my respect. If not, than I must say that your words are thin air and I have to call you a liar and a dazzler, and I have to tell the tales of your tall tale all over the world." Brutus replys in anger,"Ha,Ha...who will believe such a ridiculous looking fop like you!" The crowd join with the laughter.After the voices died away the man raises his voice again, "Where are my manners, it slipped my mind to introduce myself, my name is "Heinrich Mechtheim - The Golden Voice Of The West"!","You are the famous bard "Heinrich Mechtheim"! The bard who has sworn by the gods to always tell the truth and never lies." " Yes, exatly that bard." Crowbar broods over his situation for a short while and than he says in a selfconfident voice " I`ll take that challenge!" The folk applauds and Brutus sets off to go in his cellar to get the barrel with the supposedly blessed brewage. After a short-time Brutus calls for you to join him in the kitchen. You meet him there as he asks you for help" I wanted to go to the cellar to get my crested barrel of beer as I saw a sleeping Beastman on the floor and I heard some low voices talking. Please go down to the cellar and bring me the crested barrel so that our honour could be safed." Without any dumb questions you go down in the dark but the drinking left one`s mark.

Quest Goals

The Quests Goal seems very easy: Get down in the cellar and retreave the crested barrel with Thorins blessed beer. Nevertheless you start the game with 5 Conquest Tokens. If you can activate some ancient Glyphs the better. If you ever run out of tokens before you get the barrel you lose and the tales of the dwarfs will be held in dishonour by the true words of Heinrich Mechtheim.

Starting Area

As you go down the narrow stairs you try to hold your balance. The gangway and the stairs are very small and there is a constant musty smell in the air. At the end of the corridor you see a loud snoreing beast man lying on the floor in front of a small rack. He holds an empty bottle in his hand and you can hear a low growling behind the door.

Befor the Adventure begins every player must check how drunk they are. Every player must roll a "Power Die" and consult the outcome with the following table:
Blank - "Out of the way, I can handle this monsters by myself!...(stumble)...Oh man, I`m ok...I´m ok, nothing happened." - You are in a bad condition. Before the game begins you lose 3 Fatigue Tokens.
Power Surge - "Come on guys, we have a job to do. Our honour is at stake so concentrate your mind. Are you ready!" - You have contain yourself with drinking. You have a clear mind and no casualties to your character.
Power Enhancement - "I was born ready!...(klang)...(you pick up your weapon from the ground)...Sorry! - You are drunk, plain and simple. Before the game begins you lose 2 Fatigue Token.

If the heroes attack the sleeping beastman read the following:

You attack the beastman with your weapons to kill him during his sleep. As you stack him very painfuly he shouts out an angry and frightening growl befor he dies.

Important: The Overlord Player is not allowed to play Trap or Spawn Cards in this Area.

Area 1

The smell of long stored beer and whine hangs in the air. You can see several big barrels of beer and by the way a small group of beastman who obviously had a good time. Several barrels have been opend and all the good staff lies on the floor.

If the heroes attacked the sleeping Beastman in the Starting Area read the following text:

The Beastman are aware of your presents and they attack with swift moves and sharpend claws. Perhaps they were warned somehow?

You can immediatly activate up to three Beastman.

If the players clear the Area of Beastmen read the following text:

You search the room for the crested barrel but it is knowhere to found. Instead you find a small, hidden passage behind one of the greater barrels. It seems that the entrance was freshly made and it looks that the leads downwards. "Where is the barrel !- Why are this Monsters in my cellar?" shouts Brutus in anger. Shortly after you have find the entrance he enters the room. You show him what you have found. " This must be a part of the old Castle "Grimrock". The whole city was built over their ruins. This must be a corridor that leads to an

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old section of this castle. I think they have taken my barrel down that hole. Wait a minute!" Brutus hurry`s up the stairs and a few minuts later he arrives with an old yellow map. "Take this map. Perhaps it should help. Please bring the barrel back. The whole history of the dwarfs depend on you. You take the map, lit up your torches and enter the uncanny darkness.

Place a Stairmarker Token on the east wall to connect Area 1 with Area 2.
Important: The Overlordplayer is not allowed to play Trap and Spawn Cards in this Area.

Area 2

As you reach the end of the stairs a small corridor appears in front of you. The floor is partially collapsed and the rest of it looks not inviting. You can see a surprised Beastman who tries to jump over some holes and a noise of something terrible nearby.

Area 3

This great hall`s condition has the same enviormental condition like the coridor befor. It seems that this room used as a form of torture chamber. But the carcases of the former inhabitants are armed with bows and surprisingly they are trying to kill you.

Area 4

You opend the rusty and obviously not often used door. Behind it you see a room that looks like an old cell tract. There are two cell doors one on the north and one on the south wall. The doors are heavy and completly built of steal. A big slide damper prevents the inhabitants to get out. The south door is specifically locked and some angry monsters are not so pleased about your presents in this guardian chamber.

Cell 1
(Reaveal only if a hero opens the door. For the purpous of playing Overlord Cards, a "Cell" counts not like a "Area".)

This room is a typical prison cell with two exeptions. First there lies a treasure chest on a bunch of straw and second two red glowing eyes are looking at you and you hear a terrifying hiss out of the dark. Without warning a great Naga slaps out at the hero that opened the door.

Instantly the Naga in this Cell has one free attack against the hero who opened the door.
Cell 2
(Reaveal only if a hero opens the door. For the purpous of playing Overlord Cards a "Cell" counts not like a "Area".)

This room looks exatly the same as the other besides one little bagatelle.You can`t believe it but this cell has been convertet into a dum-dum-dum-dum-dummm...TREASURE CHAMBER!!!

Area 5

The walls of this corridor are made of great stonebricks and freshly lit torches are hanging all over the place. You are sure that someone lives here and as you ended your thought you can here noises somewhere around the corner.

Area 6

As you opened the door a wave of heat blows over your face. There are some old and assail statues of former kings on both sides of the room. A great riff of fiery lava seperates you from an angry growling and strange looking Hellhound. He has red fur and red glowing eyes and a big red key on a chain hangs around his neck. A bridge hangs over the cliff attached to a machinery that could be activated by one alternatively two great lever.

The Hellhound in this room has resistance against Magic/Melee/Ranged Attacks: Half the damage of the attack before you subtract your armor.(Example:Damage 12\2=6 - Armor 4 = 2 Wounds taken)
If a hero ends his turn on either "?" they pull one lever down. As long as they pull one lever nothing happens.Two heroes must simultaneously end their turns on the "?" :

After you pulled the lever you can see that the machinery moves on and the bridge goes down slowly. What troubles you is the loud noise and the slow process that the machine works.

At the beginning of the next Overlord Players turn remove the two square obstacle tile from the board.
Important: After you removed the obstacle tile open the blue door and reveal Cell 3.

You hear a silent klick and suddenly the blue door swings open. A huge ugly Oger appears and you can see that he is not happy with this situation. It seems that he is some kind of dungeon keeper because he wears a heavy ring of all sort of keys on his belt. Unfortunately he carries some tools to inflict serious wounds, too.

The player who defeats the Oger gets the Yellow and Blue Key.
After the heroes defeat the Hellhound read the following text:

The hound dies with an unearthly scream and then the corpse disappear in a ball of flame. The only thing that remains is a big red key. You take it in hope to use it somewhere.

Area 7

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Great weapons, old and rusty knight armors, broken chandeliers and tattered banners are the main elements of this great hall. On the west end of a great dinner table sits a massive Oger with a grey iroquois and a black patch over his left eye on a grotesque looking, thronlike chair. There are two Hellhounds on his side that look similar to the Hound with the red key. In front of the Oger stands a small crested barrel with the cork removed. If you look closer you can see that tears are droping from his eyes. " I have promised you Balgus Brogg that the taste of this beer will make you cry." says a black robed man with a bald head and a devious grin on his face. " You were right Drahmin Droke of "The Clan of Eckel", and know you will receive your (sniff) rewar... What the hell (sniff)! Who are you?...(sniff)...They have stolen my treasures!... Get them boys!" After his last command all hell breake lose.

The Hellhounds in this Area have resistance against Magic/Melee/Ranged Attacks.
Balgus Brogg is a Red Oger but he has one Power Die more, a Armor of 7 and a Toughness of 15 but he is not Undying.
If the heroes defeat Drahmin read the following:

As you prepare your final strike against Drahmin he gestures some strange patterns with his hands in the air. Then he says with a mischievous smile on his face, "You fought well, my dear friends but you have ruined my plans enourmesly. We will meet again some day and then you will not forget the wrath of Eckel!" and with this words he disappears in a ball of flame.

If the heroes defeat Balgus they receive 4 Conquest Tokkens and read the following text:

" This is without a question the finest beer that I ever tasted (sniff)," says Heinrich as he wipes of a tear from his eyes. " "Crowbars Dark" is the best beer in the world and it is an honour for me to prais its taste in ballades, songs and tales," Brutus smiles as he hears the words from the bard and says "It would be an honor for me to give you the rest of my beer. If someone didn`t believe you, let him taste it to eliminate his prejudices","The honor is with me, Brutus. I must leave this beautiful town in the morning to continue my journey into the north. I heard about a realm where two sorceres live who tyrannise the people in a small town called "Decker`s End". It sounds like an interessting story to me, or not. What about you? I could need a helping hand there and I think, beside the honor and the thank of the people, there will be some valuable things left in their castle." You look each other in the face to see what the others think about it. Without wasting any more thoughts you accept Heinrich`s offer.
You spend the night in Brutus enviroment and early in the morning you leave "Crowbars Inn" to travel with Heinrich Mechtheim "The Voice of the West" into another exiting adventure...but this is another story!

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